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- 1** A history-based macro by example system 87%
David Kurlander , Steven Feiner
Proceedings of the 5th annual ACM symposium on User interface software and technology December 1992
Many tasks performed using computer interfaces are very repetitive. While programmers can write macros or procedures to automate these repetitive tasks, this requires special skills. Demonstrational systems make macro building accessible to all users, but most provide either no visual representation of the macro or only a textual representation. We have developed a history-based visual representation of commands in a graphical user interface. This representation supports the definition of m ...
- 2** Intermedia: The architecture and construction of an 85%
object-oriented hypemedia system and applications framework
Norman Meyrowitz
Conference proceedings on Object-oriented programming systems, languages and applications June 1986
This article presents a case study of the development of the Intermedia system, a large, object-oriented hypermedia system and associated applications development framework providing sophisticated document linkages. First it presents the educational and technological objectives underlying the project. Subsequent sections capture the process of developing the Intermedia product

and detail its architecture and construction, concentrating on the areas in which object-oriented technology has ha ...

- 3 A graphical environment for the design of concurrent real-time systems 82%
4 L. E. Moser , Y. S. Ramakrishna , G. Kutty , P. M. Melliar-Smith , L. K. Dillon
ACM Transactions on Software Engineering and Methodology (TOSEM)
January 1997
Volume 6 Issue 1
Concurrent real-time systems are among the most difficult systems to design because of the many possible interleavings of events and because of the timing requirements that must be satisfied. We have developed a graphical environment based on Real-Time Graphical Interval Logic (RTGIL) for specifying and reasoning about the designs of concurrent real-time systems. Specifications in the logic have an intuitive graphical representation that resembles the timing diagrams drawn by software and h ...
- 4 Implicit locking in the ensemble concurrent object-oriented graphics editor 82%
4 R. E. Newman-Wolfe , M. L. Webb , M. Montes
Proceedings of the 1992 ACM conference on Computer-supported cooperative work December 1992
- 5 Star graphics: An object-oriented implementation 80%
4 Daniel E. Lipkie , Steven R. Evans , John K. Newlin , Robert L. Weissman
Proceedings of the 9th annual conference on Computer graphics and interactive techniques July 1982
The XEROX Star 8010 Information System features an integrated text and graphics editor. The Star hardware consists of a processor, a large bit-mapped display, a keyboard and a pointing device. Star's basic graphic elements are points, lines, rectangles, triangles, graphics frames, text frames and bar charts. The internal representation is in terms of idealized objects that are displayed or printed at resolutions determined by the output device. This paper describes the design and implementa ...
- 6 An evaluation tool for measuring authoring system performance 80%
4 Carol B. MacKnight , Santosh Balagopalan
Communications of the ACM October 1989
Volume 32 Issue 10

A model for producing objective and precise measurements of the power and performance of authoring systems is described. An animation task is given as an example of the model's potential as a tool for evaluating authoring systems along the dimensions of functionality, flexibility, and productivity.

7 Papers: novel 2D interaction: Side views: persistent, on-demand 80%
 4 previews for open-ended tasks

Michael Terry , Elizabeth D. Mynatt

Proceedings of the 15th annual ACM symposium on User interface software and technology October 2002

We introduce Side Views, a user interface mechanism that provides on-demand, persistent, and dynamic previews of commands. Side Views are designed to explicitly support the practices and needs of expert users engaged in openended tasks. In this paper, we summarize results from field studies of expert users that motivated this work, then discuss the design of Side Views in detail. We show how Side Views' design affords their use as tools for clarifying, comparing, and contrasting commands; genera ...

8 Graphical representation of programs in a demonstrational visual 80%
 4 shell—an empirical evaluation

Francesmary Modugno , Albert T. Corbett , Brad A. Myers

ACM Transactions on Computer-Human Interaction (TOCHI)

September 1997

Volume 4 Issue 3

An open question in the area of Programming by Demonstration (PBD) is how to best represent the inferred program. Without a way to view, edit, and share programs, PBD systems will never reach their full potential. We designed and implemented two graphical representation languages for a PBD desktop similar to the Apple Macintosh Finder. Although a user study showed that both languages enabled nonprogrammers to generate and comprehend programs, the study also revealed that the language that m ...

9 Comic Chat 80%

4 David Kurlander , Tim Skelly , David Salesin

Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996


10 Noncommand user interfaces 80%

4 Jakob Nielsen

Communications of the ACM April 1993
Volume 36 Issue 4

- 11 A procedure and tools for transition engineering 77%
Abe Lockman , Jojhn Salasin
ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth
ACM SIGSOFT symposium on Software development environments
October 1990
Volume 15 Issue 6
- 12 Object-oriented user interfaces and object-oriented languages 77%
(Keynote Address)
Larry Tesler
Proceedings of the 1983 ACM SIGSMALL symposium on Personal and
small computers December 1983
The Smalltalk system developed at Xerox PARC in the last decade
demonstrated what might be called a "direct-drive"
style of user interaction that is more reactive and intuitive than
the older dialog-driven style, and puts the user more in control.
Many contemporary systems have borrowed Smalltalk's most
obvious user-interface concepts: a mouse, a bit-mapped display,
and overlapping windows. In the design of the Lisa, we at Apple
have adopted these concepts as well as ...
- 13 Incremental computation of planar maps 77%
M. Gangnet , J.-C. Hervé , T. Pudet , J.-M. van Thong
ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual
conference on Computer graphics and interactive techniques July
1989
Volume 23 Issue 3
- 14 A two-view approach to constructing user interfaces 77%
Gideon Avrahami , Kenneth P. Brooks , Marc H. Brown
ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual
conference on Computer graphics and interactive techniques July
1989
Volume 23 Issue 3
- 15 Accurate color reproduction for computer graphics applications 77%
Bruce J. Lindbloom
ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual
conference on Computer graphics and interactive techniques July
1989
Volume 23 Issue 3

16 Specifying composite illustrations with communicative goals 77%

 D. D. Seligmann , S. Feiner

Proceedings of the 2nd annual ACM SIGGRAPH symposium on User interface software and technology November 1989

IBIS (Intent-Based Illustration System) generates illustrations automatically, guided by communicative goals. Communicative goals specify that particular properties of objects, such as their color, size, or location are to be conveyed in the illustration. IBIS is intended to be part of an interactive multimedia explanation generation system. It has access to a knowledge base that contains a collection of objects, including information about their geometric properties, material, and location ...


17 Planar maps: an interaction paradigm for graphic design 77%

 P. Baudelaire , M. Gangnet

ACM SIGCHI Bulletin , Conference proceedings on Human factors in computing systems: Wings for the mind March 1989
Volume 20 Issue SI

Compared to traditional media, computer illustration software offers superior editing power at the cost of reduced freedom in the picture construction process. To reduce this discrepancy, we propose an extension to the classical paradigm of 2D layered drawing, the map paradigm, that is conducive to a more natural drawing technique. We present the key concepts on which the new paradigm is based: a) graphical objects, called planar maps, that describe shapes ...

18 Documenting software systems with views III: towards a 77%


 task-oriented classification of program visualization techniques

Scott Tilley , Shihong Huang

Proceedings of the 20th annual international conference on Computer documentation October 2002

Documentation has long played a key role in aiding program understanding. Graphical forms of documentation rely on software visualization techniques to make complicated information easier to understand. However, it is an open question exactly which types of graphical documentation are most suitable for which types of program understanding tasks (and in which specific usage contexts). This paper describes preliminary work towards a task-oriented classification of program visualization techniques. ...

19 Recognizing creative needs in user interface design 77%

 Michael Terry , Elizabeth D. Mynatt

Proceedings of the fourth conference on Creativity & cognition

October 2002

The creative process requires experimentation, the exploration of variations, and the continual evaluation of one's progress. While these processes are frequently non-linear and iterative, modern user interfaces do not explicitly support these practices, and instead impose a linear progression through tasks that is a poor fit for creative pursuits. In this paper we use data from three case studies, and draw upon Sch\$#246;n's theory of reflection-in-action to illustrate specific deficiencies in c ...

20 Computer art for computer people - a syllabus

77%



Grace C. Hertlein

Proceedings of the 4th annual conference on Computer graphics and interactive techniques July 1977

Given the present state of the art, it is easier to introduce and teach computer art to people who have some background in computer science. Although there are many art-oriented systems for non-programmers, a study of the work of these artist-students reveals that their final products do not surpass the work of programmer-artists. Experience in working with artists and non-programmers during the past seven years has repeatedly shown that computer people, with special guidance and instruction, ca ...

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